

NTSC U/C



SLUS-00663



freegamemanuals.com

SQUARESOFT®



freegamemanuals.com



SQUARESOFT'

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- · This compact disc is intended for use only with the PlayStation game console.
- · Do not bend it, crush it or submerge it in liquids.
- · Do not leave it in direct sunlight or near a radiator or other source of heat.
- · Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not
 in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
 Never use solvents or abrasive cleaners.

SQUARE ELECTRONIC ARTS GAME TIPS

Game Tips are available for all Square Soft PlayStation titles:

1-900-407-KLUE (1-900-407-5583) \$.95/min. Automated Tips, \$1.25/min. Live Assistance.

Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 11.45am and 1pm - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Square Soft Online

Visit us online at www.squaresoft.com to register for upcoming sweepstakes, prizes and more!

Contents

Prologue	1
Cetting Started	2
Basic Controls	3
Rules of Bushido	5
Basic Attacks and Defenses	6
Center of Gravity	8
Game Modes	10
Character Attacks	14
Special Situations	15
Characters	16
Kannuki	16
Gengoro	17
Tatsumi	18
Kaun	19
Mkado	20
Jo	21
Support Characters	22
Weapons	24
Katana	24
Long Sword	24
Nodachi	25
Broadsword	25
Naginata	26
Yari	26
Gedits	28
Limited Warranty	29
the second secon	

Proloque

Off the sea of Setonaikai lies the ancient island of Kouroshima.

Bight hundred years ago, the two samurai families occupying the island engaged in a devastating war that would split the country in two. The Kagami family survived the war by siding with the predominant power, while the Sue family fell as a result of this betrayal.

The bitter feul persisted between the Kagami descendants and the remnants of the Sue, both sides continuing to engage in bloody warfare.

Before long the Kagami family formed the Narukagami, a school for assassins, while the Sue formed their own school, Stainto. The fighting intensified, yet remained somewhat secretive.

And now, the time has finally come for the Shainto to put an end to this long vengeful battle. They are to go to the Narukagami headquarters, Milkyokan, to redaim their sacred sword, Yighi. However, the Narukagami have intercepted Shainto's plans and have called for reinforcements.

The final battle is about to begin...

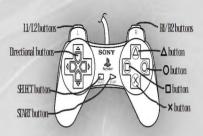
1



Set up your PlayStation® game console according to the instructions in its Instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Bushido Blade® 2 Dsc** into your PlayStation game console and close the Dsc cover. Make sure one or two Controllers are inserted into the Controller ports and turn ON the PlayStation game console. After the opening movie is completed, the Title Screen will be displayed. (You can press the 😵 button to skip the opening movie and display the Title Screen.) Select a game mode using the Directional buttons and press the 😵 button to start.

MEMORY CARD

A Memory card (sold separately) is required to save your records and acquired support characters. Insert a Memory card into the PlayStation game console BEFORE starting play. Do not remove a Memory card while saving or loading games; doing so could damage the game data. Previously saved data will be loaded automatically if the Memory card is present when starting up. To save game data, go to the Option Screen at the Main Menu. You will also be asked if you want to save game data after completing a character's Story Mode.



Note: This Software manual explains the use of the Controller when you are using the Controller in port I.

MOVE - Directional buttons

Moves the character forward, backward, left and right. By pressing the same direction twice, the character can move a certain distance more quickly.

FREE MOVEMENT - 11 + Directional buttons

Hold down the L1 button while moving the character with the Directional buttons to run around in the field.

FRONTAL ATTACK - @ button

Straightforward attacks with no wrist movement.

REVERSE ATTACK / EXECUTE COMMANDS - & button

Swings weapon sideways and slashes upward by turning the wrists. Also press this button to choose characters and weapons and to bypass movies

CHANGING STANCES - @ button

The character changes stance each time you press the button. Characters have three different stances for each weapon. Sword techniques vary depending on the stance the character takes.

Basic Controls

RAISES CENTER OF GRAVITY - RI

LOWERS CENTER OF GRAVITY - R2

Try various actions by shifting the character's stance upward and downward (See "Center of Gravity" on page 8).

CHANGE VIEW (DOV MODE ONLY) - 12 + R1 or R2 You can change the point of view while playing in the POV setting (See page 10).

BUTTON - Cancel commands/return to the previous screen.

SURRENDER - SHET button The character sits down and surrenders.

DAUSE - START button Stops the game temporarily and displays the Pause Menu. When you are ready to resume, choose < Continue> and press the button. Choose < Return to Sub Menu> to return to character selection. Choose < Return to Top Menu> to return to game selection.



Hgh Stance



Normal Stance



Low Stance

Rule - of Bushido

ABOUT DEFENSE

This game does not have any particular commands for defense. To defend against the opponent's attacks press the O button or O button to deflect attacks with your weapon. (See page 7)

SINGLE HIT FATALITY SYSTEM

This game is designed to reproduce realistic sword fights. So, battles may end by just one fatal hit to the head, chest or abdominal area. When this occurs, the damage will be displayed in red. All other weapon strikes are represented by a burst of color at the point of impact. Different colors represent different situations



RED EFFECT Fatal Ht

BLUE EFFECT

"Perfect Defense" - shown when attack is successfully defended

GREEN EFFECT

"Defense Break" — shown when no damage is caused, but the character

loses balance

WHITE EFFECT shown when weapons hit each other or other obstacles

ORANGE EFFECT shown when damage is inflicted, but is not critical

"BODY DAMAGE" SYSTEM

Instead of a "Life Meter," Bushido Blade 2 uses the "Body Damage" system, where the character is incrementally weakened by successful attacks. As areas of the character's body become damaged, that area will become weaker until it becomes nonfunctional. When light damage is received, the character flinches momentarily and movement is reduced. When severe damage is received to the left arm the ability to throw objects and hold weapons with both hands is lost and the effectiveness of the weapon is diminished.

DEATH BY FALL

The character will die if they fall from a location higher than 20 feet.

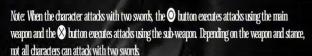
Basic Attacks & Defenses

FRONTAL ATTACK - @ button

Straightforward attacks with no wrist movement. This includes stabbing and swinging the weapon downward.



Swings weapon sideways and slashes upward using the wrists.



REPEATED ATTACK - O button (after deflecting an attack)

When weapons hit each other, "Weapon Deflection" occurs. The character that advantageously deflects the opponent's weapon can attack repeatedly by pressing the \bigcirc button. (In some situations, you can do the same by pressing the \bigotimes button.)

COUDTER ATTACK - 🛭 button (after your weapon is deflected)

When your weapon is deflected, press the \otimes button to counter attack. (If the character is a two-sworded fighter and the weapon in your left hand is deflected, press the \odot button.)

ATTACKS BY INPUTTING COMMANDS

By pressing the Directional buttons with either the \odot button or \otimes button, you can execute various attacks. The list shown below introduces some basic attacks. However, various weapons and stances have different attacks, so these examples may not be available at all times.

Commands available to most weapons \rightarrow + \odot or \otimes , \rightarrow + \odot or \otimes Commands for lai Stance \uparrow + \otimes , \downarrow + \otimes Commands for special or exclusive attacks \leftarrow + \odot or \otimes , \rightarrow + + \odot or \otimes

Basic Attacks & Defenses

PERFECT DEFENSE AND DEFENSE BREAK

This game does not have any particular commands for defense. Basically, the character needs to "munterattack the attack"

PERFECT DEFENSE - By counterattacking the opponent's Frontal Attack with the Reverse Attack and the opponent's Reverse Attack with the Frontal Attack, the character will be able to execute a "Perfect Defense."

DEFENSE BREAK • If the character uses the Frontal Attack to defend the opponent's Frontal Attack, the character will not incur clamage, but will lose balance and be caught off grand.



THE RELATIONSHIP BETWEEN DEFENSE AND POWER

Under normal circumstances, whether a "Perfect Defense" is executed or not is determined by the attacking sides (Frontal Attack/Reverse Attack) of both parties. However, one character may have an advantage over the other when there is a big difference in power between either character or weapon.

THE CONCEPT OF "YIN" AND "YANG"

In Narukagami Shinto School, the side with the weapon, the left side when facing the opponent is called "Yang" The other side is called "Yan". Here we introduce the relationship of "Yan" and "Yang" using the Katana as an example. The Katana's Reverse Attack (& button) attacks the opponent's "Yan" side if the character is in a Normal Stance and "Yang" side if the character is in a High Stance. For instance, if the character is in a High Stance and sees an opening on the opponent's "Yang" side, the character can attack accurately by moving around to the opponent's "Yang" side and attacking with the Reverse Attack in a High Stance. By adjusting your attacks between "Yan" and "Yang" according to the circumstances in this manner, the game can be enjoyed to its fullest extent.

When the opponent leaves an opening on its "Yang" side, move to that side and use attacks that will attack the opening. Some opponents cannot be defeated by simply attacking head on.

Center of Gravity

PERFORMING SPECIAL MOVES BY SHIFTING THE CENTER OF GRAVITY

In Bushido Hade 2, various actions can be taken by shifting the center of gravity. Although shifting the character's center of gravity can take place at any time, some attacks that rely on the shifting of the center of gravity are available only if a certain weapon or stance is used.



ACTIONS THAT RAISE THE CENTER OF GRAVITY - RI

OVERHEAD ATTACK - RI

Jumps in place to attack the enemy from above. (except for Naginata and Yari)

CLIMBING TO UPPER LEVELS - Drectional buttons + B1
Press the Drectional button towards a wall or cliff and press the RI button to climb over obstacles.

ATTACKING DISADVANTAGED OPPONENTS - B1 (when opponent is on the ground)
Jumps into the air to attack the opponent lying on the ground.

ACTIONS THAT LOWER THE CENTER OF GRAVITY - 182

CROUCHING DOWN - B2

Crouches in place for an instant. Can also pick up discarded sub-weapons on the ground.

SUB-WEAPON - R2 + 0

Throws sub-weapon. Types and quantities of sub-weapons vary from one character to another. Cannot be executed if the left arms.ustains severe damage.

BLINDING THE OPPONENT - R2 + &

Blinds the opponent by throwing sand or dirt at them in certain locations. Cannot be executed if the left arm sustains severe damage.

Center of Gravity

lump

Bigjump — R2 , R1 Jumps high in place.

Big forward jump — ➡, R2 , R1 Jumps high and forward.

MAJOR ATTACKS

Major Attack (Frontal Attack) — →, R2, ⊙ A powerful frontal attack, common to all characters

Major Attack (Reverse Attack) — →, R2 , ⊗ A reverse attack, common to all characters



Note: Some characters perform exclusive attacks by inputting Mijor Attack commands. The Negmata and Yari have Mijor Attacks that are different from other weapons.

moving attacks

RUDDIDG ATTACK • ② or ③ (during free movement)

Hold down 11 and press either one of the buttons to attack while running.

CLIMBING ATTACK - \odot or \otimes (immediately after dimbing) Attacks immediately after the character climbs a wall or diff.

LANDING ATTACK - ⊙ or ⊗ (immediately upon landing) Attacks as soon as the character lands

Game Modes

Bushido Blade 2 offers six different game modes. The Story Mode, Vs. CPU Mode and Training Mode allow you to choose from two types of viewpoint.

SIDE VIEW

The view which shows both characters from the side. All instructions in this Software manual are based on gameplay from this view.



POV

The view in which you see through the eyes of the character. Your command input will differ from the Side View. For example, if you were to press the ➡ button in the Side View mode, you will need to press the ↑ button in the POV mode instead. In the upper-left corner, you will be able to see the character's stance.

Change View (POV Mode only) - L2 + R1 or R2

Moves the focus of the POV back and forth. Hold down the L2 button and press the R2 button to move the viewpoint forward and the R1 button to move backward.



STORY MODE - One Player

The player chooses a character from either school and fights the bosses and lower level Ninja of the opposing school. The entire story unfolds when the player completes all paths using all possible characters.



SIPPORT CHARACTERS -

When you advance in the Story Mode, support characters will appear. The next stage will be fought using these support characters. (Note: The support character will have the same weapon as the main character.) If you complete the stage using the support character and the main character makes it to the end of the Sory Mode, the support character will become a selectable character in all modes of the game.

Game Modes



VS. CPU MODE - One Player

The player chooses one character and faces the challenge of defeating all other characters in the game.





TRAINING MODE - One Player

There are two modes of training to refine your sword techniques.

PRACTICE — Study offensive and defensive techniques by fighting against a Ninja. The player can select the Ninja's fighting strategies. This setting can be changed during practice by pressing the SIART button. In this mode, sub-weapons and Karami-Waza (Special Moves) cannot be used (See page 14).



PRACTICE ROUND — Mick tournament against the computer. Since the opponent and weapon can be selected, this is a useful way to study opponents that are difficult to deal with.



VS. MODE - Two Players

Each player selects a character and weapon that they would like to do battle with. Once the characters and weapons have been chosen, a battle stage is agreed upon and the fight begins. (Players cannot choose the same character.)







Game Modes

GROUP BATTLE MODE - Two Players

Agroup tournament using bamboo weapons. Birst, select the number of entries on each team, point system and time limit. Then, choose a school to set up a team. (When a player chooses a school, the opponent's school will be selected automatically.) Select the order of the characters and weapons they will use. The same weapon cannot be chosen twice.



CROUP BATTLE MODERILLES

- A hit that counts as a fatal hit using real swords will count as one point (Ippon). Any hits short of that will not count.
- 2 Sub-weapons and Karami-Waza (Special Moves) cannot be used. (See page 14)
- 3 If players have set up the tournament for one-point matches, the player who gets a point first will win the match. If players set up the tournament for three-point matches, the player who gets two points first wins the match.
- 4. If a player steps out of the white line, falls or hits at the same time, the match will start over. If a player intentionally steps out of the white line, a warning will be issued.
- 5 If a player is given two warnings, the opponent will get a point.
- 6. If time runs out, the player with the most points will win the match. If both players have the same number of points, then the player with fewer warnings will win. (The winner will earn a point for having fewer warnings.) If players have the same number of points and warnings, the match will end in a tie.
- 7. When all matches are completed, the side that won more matches will win the tournament. If the number of wins are the same, the side with more points will win the tournament. If the points are the same, the tournament will end in a tie.

Game Modes



LINK MODE - Two Players

By using two PlayStation[®] game consoles, two monitors, two Bushido Blade 2 Discs and a Link cable (sold separately), you can enjoy the ultra-realistic Link Mode. There is a special stage for this mode.

HOWTO START LINK MODE

Make sure the PlayStation game consoles are turned off. Connect each end of the Link cable to the Serial I/O port on the back of each PlayStation game console. Insert one Bushido Blade 2 Disc into each PlayStation game console and close the Disc covers. Turn on the PlayStation game consoles. Choose the Link Mode on each PlayStation game console. After both players have chosen their characters and weapons, either player can select the battle stage. A POV game in Link Mode will begin.





options

MONTIOR Select either Color or Black & White.

DIFFICUTY Select the difficulty level.

MISIC Select OFF to turn off the music and hear only

the sound effects.

MEMORY CARD Save and load data.

KEY CONFIGURATION Change the **②** button, **③** button and **③** button configurations.

If you choose < Default>, the configurations will return to those described on pages 3 and 4. If you choose < Gustom>, the configurations will return to the

ones previously set. Select < Exit> to return to the Option Menu.

Character Attacks

VARIOUS ATTACKS BY DIFFERENT CHARACTERS

Besides differences in power and speed, each character has a unique set of attacks. Following are examples of these attacks.

EXCLUSIVE MOVES

Some characters have Exclusive Moves using particular weapons and stances.
Usually, each Exclusive Move has its own command. However, the same command may sometimes bring up a different move depending on the character.

KARAMI-WAZA (SPECIAL MOVE)

Karami-Waza is a unique move that involves martial arts skills that can only be used when characters are close to each other. As in exclusive moves, only certain characters can use these moves when they have particular weapons and stances, but the command is always $\leftarrow + \&$. You can also escape from these moves by pressing the \odot button in a timely manner. There are several moves of this type — experiment to discover them all.



SUB-WEAPONS

Each character has their own sub-weapon. Each sub-weapon has its own effects and distinct features. They can be divided into three major categories.

- · A type that can inflict a fatal hit
- · A type that can be used as a second sword
- · A type that can be thrown consecutively

After being thrown, some sub-weapons will remain on the ground until picked up, and may even be picked up by the opposing character. If a character has received significant injury to their left arm, they will not be able to use sub-weapons.

14

Special Situations



CLOSE CONTEST:

When attacks from each side meet at the same time, a Close Contest will occur. Press either the

hutton or

tutton repeatedly. The player who wins the Close Contest will have an advantageous position. If no one obtains the upper hand during a Close Contest, press the left or right Directional button to step out of it.

ON THE GROUND

If the character loses a Close Contest or falls from a higher level during battle, they may fall to the ground. In this situation, one of the following three actions can be performed:



- Roll over: Press ↑ or ↓.
 Rolls over to avoid immediate attacks.
- Roll forward or backward and get up: Press ← or →.
 Rolls forward or backward to get up and escape from immediate attacks.
- Get up and attack: Press
 or
 while rolling forward or backward. Attacks immediately after
 getting up from a forward or backward roll.



Characters

Rill Name: Unknown

29

Height: 64" Weight: 198 lbs.

Place of Origin: Okinawa, Japan Type: Power

A former member of the Kege — Narukagam'i secret society of assassins. He became disposed with conflicts within Narukagami and moved to New York to become a bodyguard. Hovever, he returned to Japon when Micado asked him for help.

Karani-Waza (Special Move): Sofstifu

Broadsword • Low Starre: ← , ♦ (When close to the opporent)

A power swordsman who is even capable of broaking through his opporent's "Reflect Defenses." His martial arts skills are superior to other characters and nobody rivals him at the Karani-Wiza (Special Moves).

Sub-weaponc Resen (Iron Ban)
Veight: 3 lbs
Right Distance: Medium
Right Speed: Slow

Specialty, Breaks opponent's "Perfect Defenses"

Since the Tessen is very heavy, it can cause an enormous amount of damage, but lacks speed.

Characters

Full Name: Gengoro Narazu

Agr. Height:

61"

Weight: 176 lbs.

Hace of Origin: Hroshima, Japan

Type: Power

Mentally strong and sticks closely to his beliefs. He has trained with the Stainto from an early age and is currently one of the leaders of the group. His contrades have strong faith in him.

Bichrive Mive: Karatakewari Katana • High Stance: ()

Although a power swordsman, he can also use quick attacks like the Karatakewari. He is a good character to choose for those who wish to experience the true essence of swordsmarship.

Sub-weapon Kozuka Weight: 3 oz.

Veight: 3 oz. Right Distance: Long

Hight Speed: East Specialty: Can

ty: Can be thrown consecutively

It is not too powerful, but it is slim, light and very sharp.

KANNUKI



Characters

Fill Name - Tatsumi Talestina

Age 17
Hight 510'
Weight 143 lbs
Hace of Chight Horshinn, Japan
Tipe: Balance

Though only a pupil of the Nankagami in the original game, his talent has since blossomed. He refused his swordsmanship by fighting members of other schools throughout the nation. He returned when he heard the Nankagami was in danger.

Budusive Mive: Histoliki Otorozaki
Nobadhi • High Starce: ←, →, ⊙, ⊗, ⊗, ⊗, ⊗
Assordsman who can fight with two swords because of his
sub-weapon, the Kodadhi. He can also use unorthodox
techniques such as the Heistiki Otorozaki. Various strategies
und be played out through this character.

Sub-weapor: Kodachi Weight: 3 lbs

Hight Distance: Long Hight Speed: Medium

Specialty. Capable of Fatal Hts and two-sword fighting

A rather long sub-weapon which can also be used as a sword. It can cause a massive amount of damage when thrown

Characters

Age: 21 Hight: 61" Wight: 161 hs. Hace of Origin: Moto, Japan

Cengano's adopted son. A man of few words and little contion. He is not interested in the feul between the two schools, but he fights to repay Cengaro for raising him

It is said that he is the best swordsman in the Smainto.

Palarre

Eichiste Mise: Widachi

Katana • Normal Stance: ←,→, ⊚

Kaun uses this surprise attack to over long distances between himself and his enemies. He bas a good balance of speed and power and is highly maneuverable.

Sub-weapon: Tikko
Weight: 2.lbs.
Hight Distance: Medium
Hight Speed: Medium

Specialty: Capable of Fatal Hts

The shaft has sharp blades on both sides making it an extremely dangerous sub-weapon. It was originally a religious instrument.

Characters

Rill Name: Unknown Age: 23

Height: 56° Weight: 130 lbs Pace of Orighn: Kyoto, Japan

Type: Speed

A shrine maiden for the Tatara Shrine, her concern with the lack of forces after the last internal conflict compelled her to seek out old crurades including Karnuki and Tatsuni.

Bichisive Mive: Kabutowani Nagirata • High Sanne: ➡, 📭 , 🔘

She lads power, but her strength is her speed. She overwhelms her opporents with quick attacks and at times finishes them off with major attacks, such as the Vabutowari.

Sib-weapor: Aikuchi
Weight: 14 oz.
Hight Distance: Long

Hight Speed: Fast Specialty: Can be thrown consecutively

MIKADO

A pocket knife that travels fast and far to attack enemies from a distance.

Characters

Rid Name: Jo Kotomura

ngr. 18 Height 58° Weight 125 No.

Weight: 125 lbs. Place of Origin: Tokyo, Japan Type: Speed

The high-spirited daughter of a fish merchant. See was influenced by a childhood friend to join Stainto. See believes in the Stainto's teachings and is showing good potential as a swortlighter.

Bockstee More: Turbogri Long Sword • any stance: →, B2, ⊗ Se is good at confusing opporents with her speed and flamboyant attacks. Her attacks are different from those of any other characters in the game.

Sub-weapor: Jitte
Weight: 2 lbs
Right Distance: Medium

Right Speed: Slow Specialty: None

The Jitte is not designed to be thrown, so it can easily be defended. If hit by it, the opponent incurs major damage.



Weapons

KATADA

Total Length: 391/5 in. Blade Length: 291/5 in. Girvature: 4/5 in.

Weight:

Standard Japanese sword. It has a good balance of length, speed and power and may be used without concern about the distance between the character and the opponent. Suitable for various attacks, such as slashing, sweeping and stabbing

33/10 lbs

From High Stance:

Tenmei Spirning Sashr 🔾 🐼

From Normal Stance:

Vertical Upper Attack →, ①

Run and Stahr - . . .

From Low Stance:

Seo In and Sash Utr ->. Two-sword (Narukagami):

Kvoten-Noutsuki: 🗞 🔘 . 🎯

lai (Shainto):

LONG SWORD

Total Length: 353/5 in. Blade Length: 28 in. Blade Width 2 in Weight: 3 lbs

Two-sided sword that has similar measurements to the Katana. Its light weight makes it easier to handle than the Katana. It is not as powerful as other weapons, but its capability to do various consecutive attacks quiddy makes it an attractive weapon.

Dive-In Reverse Body Attack → ,→ , &

Inoshikado: 8.0.0

Hayate-Kagenuki: → . → . &



From High Stance:

Vertical Upper Attack → . → . • Double Body and Head Attack 🗞, 🔘, 🔘

From Normal Stance:

Step In Body Slashr \Rightarrow + 🔕

Tiple Md-body Attack O. ♦. →. O

From Low Stance:

Sep In and Vertical Stash: + 0

Double Upward Body and Vertical Slash: ⊗,⊗, ←, ⊙

Two-sword (Narukagami):

Double Stab and Two-handed Stab: 8.8. lai (Shainto):

Sapping Sword and Reverse Body Attack: 👃 , 🗞 24

Weapons

DODACHI

Total Length: 473/5 in. Blade Length: 373/10 in.

Gurvature: 12/5 in. 43/5lk Weight:

One of the Narukagami's oldest weapons Although it is slow in speed, this curved, long-bladed weapon covers a large area and

causes much damage.

From High Stance:

Head Chopping ⇒, &

Double Vertical Slash and One-Handed Stab: 0.0, .

From Normal Stance:

Neck Stabbing →, ①

Duble Sash and Spinning Reverse Vertical Sash: (○, (◇, →), (○

From Low Stance:

Upward Slash: ->. 🛇 Reverse Double Slash &, O

BROADSWORD

Total Length: 46 in. Blade Length: 34 in. Weight: 73/10 lbs

As expected from its weight and size, it is a destructive weapon that overpowers its opponents. As long as its slow speed is realized, its immense power can be effectively utilized.

From High Stance:

Head Chopping →, & Triple Vertical Attack O. &. O

From Normal Stance:

Double Body Attack &, &

Vertical and Double Reverse Body Attack: O, &, &

From Low Stance:

Triple Vertical Attack O, &, O

Triple Body Attack ⊗, ⊗, →, ⊗

Weapons

NAGINATA

(Exclusive for the Narukagami) Total Length: 72 in. Blade Length: 18 in. Weight: 4 1/5 lbs.

This weapon's length allows devastating stabs, slashes and sweeps. However, it is slow to begin an attack and to recover after an attack, making it unsuitable for close-range battles. From High Stance:

Triple Body Attack 🗞, 🔘, 🗞

Tirple Head Attack ⊙, ⊙, →, ⊙

From Normal Stance:

Side Step and Body Attack: 👃 , 😵

Double Body and Upward Slash Attack ⊗, ⊗, →, ⊗

From Low Stance:

Low Attack and Naginata Spinning ⊗, →, ⊗ Reverse Cross Attack →, →, ⊗, ⊙

YARI

(Exclusive for the Stainto) Total Length: 72 4/5 in. Blade Length: 12 in. Weight: 37/10 lbs

The longest weapon of all and suited for stabbing Opponents can be attacked from a distance. As with the Nagmata, mastering difficult close-range battles is the key to success. From High Stance:

Miltiple Stabbing →, →, ⊚

Three Beat Attack 🗞, 🗞 , 🔘

From Normal Stance:

Spinning Slastr ⇒, ⇒, 🗞

Two Beat Claw Attack (○, (○, →, (○

From Low Stance:

Foot-Stab and Upward Slash: ⇒, ⇒, ⊚

Leg Sweep and Double Vertical Attack ⊗, ⊙, ⊙



Credits

SQUARE CO, IID	
Producer	Tetsuhisa Tsuruzono
Executive Producers	Tetsuo Mzumo
	Tomoyuki Takechi
	Hronobu Sakaguchi
	Hsashi Suzuki
Iocalization Director	Ichiro Noraka
LICHTWEICHT (Q. LID	
Director	Kunihiko Nakata
Programmer	Naotaka Ueda
	Masaki Yamashita
Stage Design	Hroaki Nakagawa
	Takafumi Kagaya
	Pisuko Yamada
Character Design	Naho Kodama
2D Character Design	Masataka Aochi
Motion Greating	Masakazu Tagawa
Motion Control	Kyoko Tange
Motion Capture	Tetsuya Okamoto
Data Control	Tomohiro Miruyama
Misic	Ryuji Sasai
Sound	Ternaki Sugawara
	Junya Kuroda
SQUARE SOFT, INC.	
Localization Management	Misahiro Nakajima
	Randall Fujimoto
Localization Project Leader	Yitaka Sano

Localization Specialists

Associate Producer

QA Manager

Lead QA Analyst

Naomi Cooper

Sanny Mitsushima

Miri Nichikawa

Akihito Kozu

Jonathan Williams

Clayton S Chan

QA Analysts

Sesie Chang Sepioen A Holder Sanford Ng Muri Nishilavva Vangthouhoua Mona Eklahim So Simon Son James P Wong Kyoko Makino Sean Camanag

SOUARE ELECTRONIC ARIS LLC

Ostomer Service Munager Assistant Gustomer Service Munager PRaul Beents Munager Business Development Munager Third Party Coordinator Assistant Product Munagers

Bick Thompson
Fernando Bustamante
Lisa Abern
Haine Di Jorio
Beth Faust
Kyoko Yamashita
Keiko Kato
George Torii

Marketing Associates

Andrew Shiozaki Andv Ha

Product Manager Vice Chairman President Kenji Mmura Yoshihiro Maruyama Jun kwasaki

Padvaging/Minual Design

Steven Wight, Beeline Group, Inc.

Special Thanks: Takashi Hashizune, Takashi Rusun, Kazuhiro Hasegawa; Hdeo Yutuya; Beeline Grupr Brian Balistreri, Hauber Dougal; The Kenwood Grupr: Wayne Leonard, Duniel Pinkham, Ouristina Orowley; Saatchi & Saatchi: Andrew Kennedy Oturk May, Meg Kelly Kristen Purcell; Recording Eacility, Magnitude & Post

Limited Warranty

For a period of ninety (90) days from the date of purchase, Square Electronic Arts L.L.C. (SQEA) warrants to the original purchaser of this SQEA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship. SQEA agrees for a period of ninety (90) days from the date of purchase, to either repair or replace, at its option, free of charge, any SQEA software product that does not meet the above warranty, postage paid, with proof of purchase. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SQEA software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS – The above warranty is in lieu of all other warranties, and no other representations or claims of any nature shall be binding on or obligate SQEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY, COURSE OF DEALING IN TRADE AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQEA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SQEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

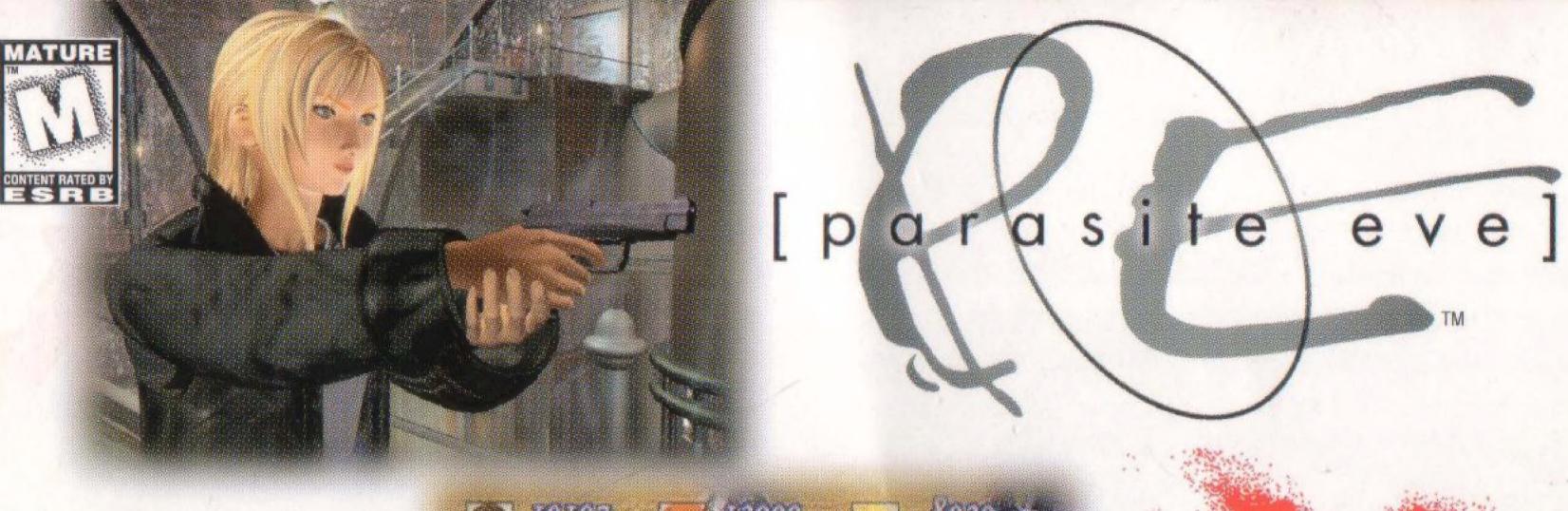
NOTICE – This manual and the software described in this manual are copyrighted. All rights in the manual and the software are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of SQEA. The described software may not be reversed engineered, decompiled or otherwise disassembled.

RETURNS WITHIN 90 DAY WARRANTY PERIOD – To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94065-9025. If you have warranty questions, you can also contact Customer Warranty at (650) 628-1900, fax (650) 628-5999. Hours of operation: Monday - Friday, 8:30am - 11:45am and 1pm - 4:30pm, Pacific Standard Time.

RETURNS AFTER WARRANTY – To replace defective media after the ninety (90) day warranty period has expired, send the original CD to the Electronic Arts' address above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.

REPLACEMENT MEDIA – The above provisions apply to any replacement media or software provided by SQEA hereunder, including the above warranties and limitations.

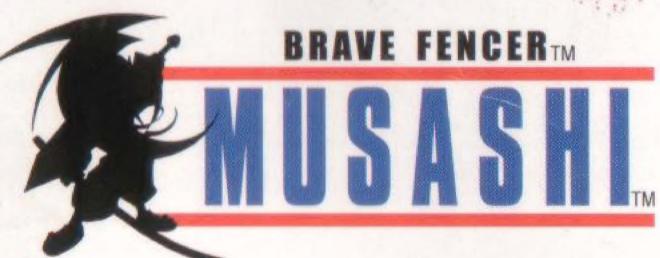
TECHNICAL SUPPORT – For technical support questions, you can call (714) 428-0599. Representatives are available Monday-Friday 8am - 11:45am and 1pm - 5pm, Pacific Standard Time.











Only on PlayStation® - Only from

SOUARESOFT®

www.squaresoft.com
Published by Square Electronic Arts L.L.C.

Square Electronic Arts L.L.C. - 949 South Coast Drive #200, Costa Mesa, CA 92626

© 1997, 1998 Square Co., Ltd. All rights reserved. Square Soft is a registered trademark of Square Co., Ltd. Parasite Eve, Xenogears, Brave Fencer and Musashi are trademarks of Square Co., Ltd. Based on the novel: Hideaki Sena "parasite EVE" (Kadokawa Horror Bunko). Character designed by Tetsuya Nomura. © 1997, 1998 Square Co., Ltd./Lightweight Co., Ltd. Bushido Blade is a trademark of Square Co., Ltd. U.S. Patent No. 5390937, 5649862.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

